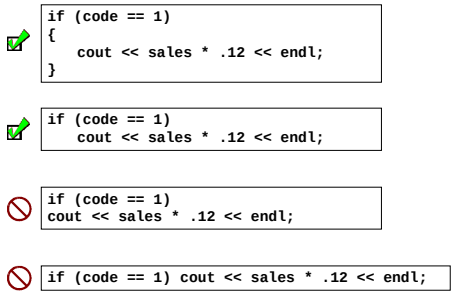
Programming Style

Programming styles commonly deal with the visual appearance of source code, with the goal of requiring less human cognitive effort to extract information about the program.
– wikipedia.org

"Programs must be written for people to read, and only incidentally for machines to execute."
– Abelson and Sussman

"It's OK to figure out murder mysteries, but you shouldn't need to figure out code. You should be able to read it."
– Steve McConnell

"Programming can be fun, so can cryptography; however they should not be combined."
– Kreitzberg and Shneiderman

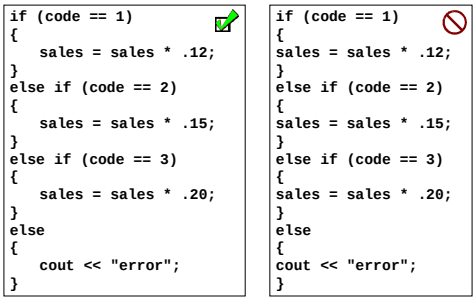


```
if (code == 1)
{
   cout << sales * .12 << endl;
}
```

```
if (code == 1)
   cout << sales * .12 << endl;
```

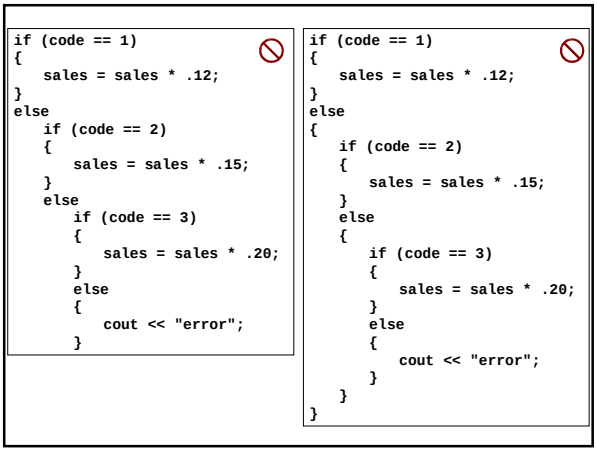
```
if (code == 1)
cout << sales * .12 << endl;
```

```
if (code == 1) cout << sales * .12 << endl;
```



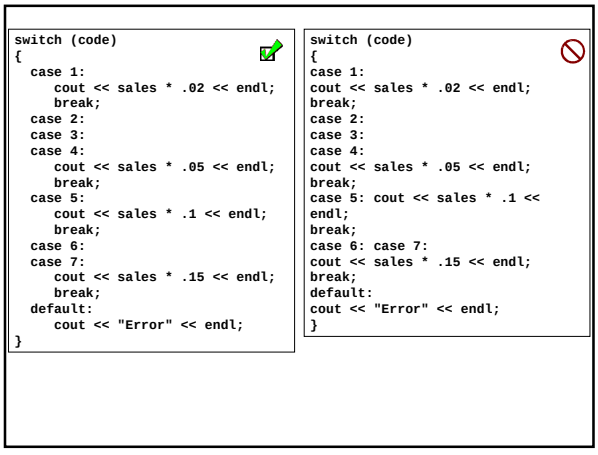
```
if (code == 1)
{
   sales = sales * .12;
}
else if (code == 2)
{
   sales = sales * .15;
}
else if (code == 3)
{
   sales = sales * .20;
}
else
{
   cout << "error";
}
```

```
if (code == 1)
{
sales = sales * .12;
}
else if (code == 2)
{
sales = sales * .15;
}
else if (code == 3)
{
sales = sales * .20;
}
else
{
cout << "error";
}
```



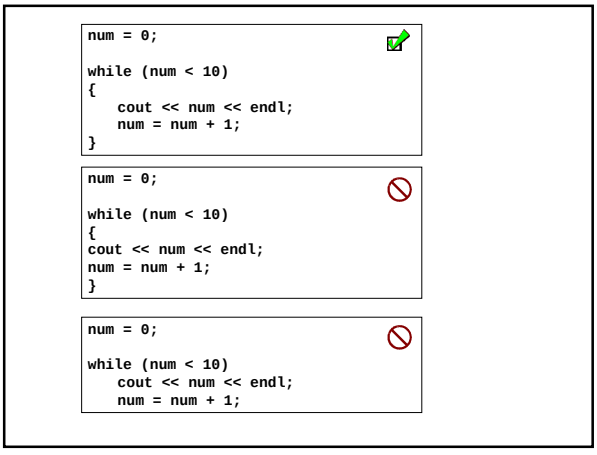
```
if (code == 1)
{
   sales = sales * .12;
}
else
   if (code == 2)
   {
      sales = sales * .15;
   }
   else
      if (code == 3)
      {
         sales = sales * .20;
      }
      else
      {
         cout << "error";
      }
```

```
if (code == 1)
{
   sales = sales * .12;
}
else
{
   if (code == 2)
   {
      sales = sales * .15;
   }
   else
   {
      if (code == 3)
      {
         sales = sales * .20;
      }
      else
      {
         cout << "error";
      }
   }
}
```



```
switch (code)
{
  case 1:
     cout << sales * .02 << endl;
     break;
  case 2:
  case 3:
  case 4:
     cout << sales * .05 << endl;
     break;
  case 5:
     cout << sales * .1 << endl;
     break;
  case 6:
  case 7:
     cout << sales * .15 << endl;
     break;
  default:
     cout << "Error" << endl;
}
```

```
switch (code)
{
case 1:
cout << sales * .02 << endl;
break;
case 2:
case 3:
case 4:
cout << sales * .05 << endl;
break;
case 5: cout << sales * .1 <<
endl;
break;
case 6: case 7:
cout << sales * .15 << endl;
break;
default:
cout << "Error" << endl;
}
```



```
num = 0;

while (num < 10)
{
   cout << num << endl;
   num = num + 1;
}
```

```
num = 0;

while (num < 10)
{
cout << num << endl;
num = num + 1;
}
```

```
num = 0;

while (num < 10)
   cout << num << endl;
   num = num + 1;
```

```
if (condition)
{
   code...
   code...
}
```

```
if (condition)
{
   code...
   code...
}
else
{
   code...
   code...
}
```

```
if (condition)
{
   code...
   code...
}
else if (condition2)
{
   code...
   code...
}
else if (condition3)
{
   code...
   code...
}
else
{
   code...
   code...
}
```

```
switch (value)
{
  case x:
    code...
    code...
    break;
 case x1:
    code...
    code...
    break;
 case x2:
    code...
    code...
    break;
 default:
    code...
    code...
}
```

```
while (condition)
{
   code...
   code...
}
```

```
for (inital; condition; update)
{
   code...
   code...
}
```

```
do
{
   code...
   code...
} while (condition);
```